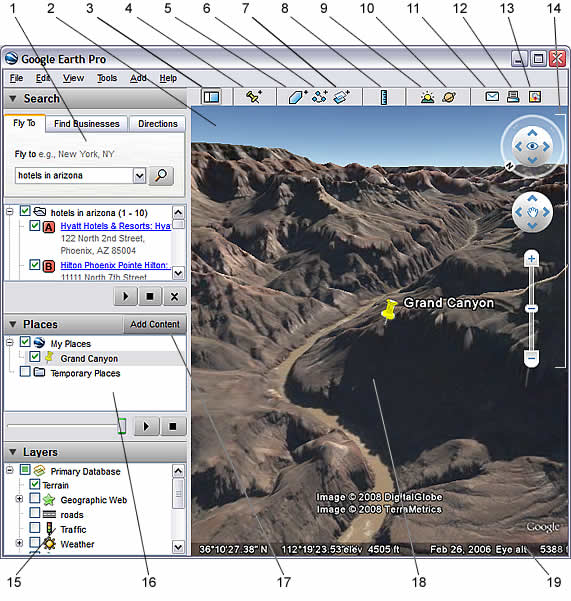
[Return to earth.google.com](http://earth.google.com/)**Getting to Know Google Earth** from http://earth.google.com/userguide/v4/

The following diagram describes some of the features available in the main window of Google Earth*:*



1. **Search panel** - Use this to find places and directions and manage search results. [Google Earth EC](http://earth.google.com/earth_ec.html) may display additional tabs here.
2. **Overview map** - Use this for an [additional perspective](http://earth.google.com/userguide/v4/ug_3dviewer.html#overviewwindow) of the Earth.
3. **Hide/Show sidebar** - Click this to conceal or the display the side bar (Search, Places and Layers panels).
4. **Placemark** - Click this to add a [placemark for a location](http://earth.google.com/userguide/v4/ug_placemarks.html).
5. **Polygon** - Click this to [add a polygon](http://earth.google.com/userguide/v4/ug_drawing.html).
6. **Path** - Click this to [add a path (line or lines)](http://earth.google.com/userguide/v4/ug_drawing.html).
7. **Image Overlay** - Click this to add an [image overlay on the Earth](http://earth.google.com/userguide/v4/ug_imageoverlays.html).
8. **Measure** - Click this to [measure a distance or area size](http://earth.google.com/userguide/v4/ug_measuring.html).
9. **Sun** - Click this to [display sunlight](http://earth.google.com/userguide/v4/#sun) across the landscape.
10. **Sky** - Click this to [view stars, constellations, galaxies, planets and the Earth's moon](http://earth.google.com/userguide/v4/ug_sky.html).
11. **Email** - Click this to email a [view](http://earth.google.com/userguide/v4/ug_sharingplacedata.html#emailplace) or [image](http://earth.google.com/userguide/v4/ug_sharingplacedata.html#emailview).
12. **Print** - Click this to print the current view of the Earth.
13. **Show in Google Maps** - Click this to show the current view in Google Maps in your web browser.
14. **Navigation controls** - Use these to zoom, look and move around ([see below](http://earth.google.com/userguide/v4/#navcontrols)).
15. **Layers panel** - [Use this to display points of interest](http://earth.google.com/userguide/v4/ug_layers.html).
16. **Places panel** - Use this to [locate, save, organize and revisit placemarks](http://earth.google.com/userguide/v4/ug_placemarks.html).
17. **Add Content** - Click this to import exciting content from the [KML Gallery](http://earth.google.com/gallery/)
18. **3D Viewer** - View the globe and its terrain in this window.
19. **Status bar** - View coordinate, elevation, imagery date and streaming status here.

**Five Cool, Easy Things You Can Do in Google Earth**

Want to jump in and start having fun with Google Earth? Try any of the the following:

1. **View an image of your home, school or any place on Earth** - Click *Fly To*. [Enter the location in the input box](http://earth.google.com/userguide/v4/ug_searchresults.html) and click the *Search* button. In the search results (Places panel), double click the location. Google Earth flies you to this location.  
   Search buttonSearch button
2. **Go on a tour of the world** - In the Places panel, check the *Sightseeing* folder and click the *Play Tour* button:   
   Play Tour button
3. **Get driving directions from one place to another and fly (follow) the route** - See [Getting Directions](http://earth.google.com/userguide/v4/ug_findplaces.html#getdirections) and [Touring the Route](http://earth.google.com/userguide/v4/ug_findplaces.html#touringroute).
4. **View other cool locations and features created by other Google Earth users** - In the Layers panel, check *Community Showcase*. Interesting placemarks and other features appear in the 3D viewer. Double click these points of interest to view and explore.
5. **View 3D terrain of a place** - This is more fun with hilly or mountainous terrain, such as the Grand Canyon. Go to a location (see [number 1](http://earth.google.com/userguide/v4/#step1)). When the view shows the location, use the zoom slider to tilt the terrain.

**Adding Content**

You can view fascinating content from the [KML Gallery](http://earth.google.com/gallery/) such as 3D models of space satellites, a biography of Bob Marley, a grand prix racing tour, Jane Austen's life and works and much more. To view such content:

1. In the Places panel, click *Add Content*. A browser window opens and displays the KML Gallery.
2. Click *Open in Google Earth* beside any content that interests you.

**Navigating in Google Earth**

In Google Earth, you see the Earth and its terrain in the *3D viewer*. You can navigate through this 3D view of the globe in several ways:

* [Using a mouse](http://earth.google.com/userguide/v4/#mouse)
* [Using the navigation controls](http://earth.google.com/userguide/v4/#navcontrols)

You can also manipulate your view of the earth by [tilting the terrain](http://earth.google.com/userguide/v4/#terrain) for perspectives other than a top-down view. Finally, you can [reset the default view](http://earth.google.com/userguide/v4/#defaultview) for a north-up, top-down view wherever you are.

**Using a Mouse**

To get started navigating with your mouse, simply position the cursor in the middle of the 3D viewer (image of the earth), click one of the buttons (right or left), move the mouse and note what happens in the viewer. Depending upon which mouse button you press, the cursor changes shape to indicate a change in behavior. By moving the mouse while pressing one of the buttons, you can:

* Drag the view in any direction
* Zoom in or out
* Tilt the view (requires middle button or scroll wheel)
* Look around from a single vantage point
* Rotate the view (requires middle button or scroll wheel)

The following table describes all the actions you can accomplish using the mouse. See also [Keyboard and Mouse Controls](http://earth.google.com/userguide/v4/ug_keyboard.html):

|  |  |
| --- | --- |
| **Move the view in any direction (north, south, east, or west)** | To move the view, position the mouse cursor on the viewer and press the LEFT/main mouse button. Notice that the cursor icon changes from an open hand Open handto a closed hand Closed hand. Pull the viewer as if the hand cursor is like a hand on an actual globe, and you want to drag a new part of the earth into view.  Move the view in any direction  You can drag in any direction to reveal new parts of the globe, and you can even drag in circular motions.   Once you are at ground level, you can move around as if you were walking by using the W, A, S, D or arrow keys. You can also use the [move joystick](http://earth.google.com/userguide/v4/#navcontrols). |
| **Drift continuously across the Earth** | If you want to drift continuously in any direction, hold the left/main mouse button down. Then, briefly move the mouse and release the button, as if you are "throwing" the scene. Click once in the 3D viewer to stop motion. |
| **Zoom in** | There are a number of ways to zoom in with the mouse.   * You can double-click anywhere in the 3D viewer to zoom in to that point. Single-click to stop, or double-click to zoom in more. * If your mouse has a scroll wheel, use it to zoom in by scrolling towards you. Use the ALT (Option on the Mac) key in combination with the scroll wheel to zoom in by smaller increments. [More settings](http://earth.google.com/userguide/v4/#mouse_wheel). * You can also position the cursor on the screen and press the RIGHT mouse button (CTRL click on the Mac). Once the cursor changes to a double arrow, move the mouse backward or pull toward you, releasing the button when you reach the desired elevation. Note that crosshairs appear and that your view zooms toward this.  If you want to zoom continuously in, hold the button down and briefly pull the mouse down and release the button, as if you are "throwing" the scene. Click once in the viewer to stop the motion. Note that your viewing angle swoops (tilts) as you approach ground level. * On some Macintosh laptops, you can drag two fingers across the trackpad to zoom in and out. |
| **Zoom out** | There are a number of ways to zoom out with the mouse.   * Using the RIGHT mouse button (CTRL click on the Mac), double-click anywhere in the 3D viewer to zoom out from that point. The viewer will zoom out by a certain amount. Single-click to stop, or right double-click (CTRL click on the Mac) to zoom out more. * If your mouse has a scroll wheel, you can use the scroll wheel to zoom out by scrolling away from you (forward motion). Use the ALT (Option on the Mac) key in combination with the scroll wheel to zoom out by smaller increments. [More settings](http://earth.google.com/userguide/v4/#mouse_wheel). * You can also position the mouse cursor on the screen and press the RIGHT mouse button (CTRL click on the Mac). Once the cursor changes to a double arrow, move the mouse forward or push away from you, releasing the button when you reach the desired elevation. Note that crosshairs appear and that your view zooms toward this. If you want to zoom continuously out, hold the right button (CTRL click on the Mac) down and briefly push the mouse forward and release the button, as if you are "throwing" the scene. Click once in the viewer to stop motion. |
| **Tilt the view** | If your mouse has a either middle button or a depressible scroll wheel, you can tilt the view by depressing the button and moving the mouse forward or backward. If your mouse has a scroll wheel, you can tilt the view by pressing the SHIFT key and scrolling. You can also press Shift and the left mouse button and drag. Note that crosshairs appear and that your view tilts from this point.  See [Tilting and Viewing Hilly Terrain](http://earth.google.com/userguide/v4/#terrain) for more information. |
| **Look** | To look around from a single vantage point, as if you were turning your head, press Ctrl and left mouse button and drag. |
| **Rotate the view** | If your mouse has either a middle button or a depressible scroll wheel, you rotate the view by clicking on the middle button and moving the mouse to the left or right. You can also press Shift and the left mouse button and drag. Note that crosshairs appear and that your view rotates around this.  You can also use the CTRL (Command/Open Apple Key on the Mac) key in combination with the scroll wheel to rotate the view. Press CTRL (Command/Open Apple Key on the Mac) and scroll UP to rotate clockwise, CTRL (Command/Open Apple Key on the Mac) + scroll DOWN to rotate counter-clockwise. See [Tilting and Viewing Hilly Terrain](http://earth.google.com/userguide/v4/#terrain) for more information. |
| **Interact with 3D buildings** | [Learn more](http://earth.google.com/userguide/v4/ug_mapfeatures.html#interacting). |
| **Mouse wheel** | [See above](http://earth.google.com/userguide/v4/#mouse). To change these settings, click *Tools* > *Options* > *Navigation* (on the Mac: *Google Earth* > *Preferences* > *Navigation > Mouse Wheel* Settings). Move the slider to set how fast or slow your viewpoint of the earth zooms in or out. Check *Invert Mouse Wheel Zoom Direction* to reverse the direction of zooming when you use the mouse wheel. |
| **Other controllers** | (Windows and Linux) *Tools* > *Options* > *Navigation* > *Navigation Mode* > *Pan and Zoom*. (on the Mac: *Google Earth* > *Preferences* > *Navigation* > *Non-mouse controller settings*). If you use a joystick or other non-mouse controller, you can also change how perspective moves in the 3D viewer under *Non-mouse controller settings*. Choose *User-Based* to move your particular vantage point or *Earth Based* to move the globe. Check *Reverse Controls* to reverse the actions of the joystick. |

**Using the Navigation Controls New!**

To view and use the navigation controls, move the cursor over right corner of the 3D viewer. After you start Google Earth and move the cursor over this area, the navigation controls fade from sight when you move the cursor elsewhere. To view these controls again, simply move the cursor over the right corner of the 3D viewer.

If the navigation controls do not appear when you move the cursor over the right corner of the 3D viewer, click *View* > *Show Navigation* > *Automatically* and try again.

To hide or show the compass icon in the 3D viewer, click *View* > *Compass*. See also [Showing or Hiding Items in the 3D Viewer](http://earth.google.com/userguide/v4/ug_movies.html#turnoff).

The Google Earth navigation controls offer the same type of navigation action that you can achieve with mouse navigation. In addition, you can use the controls to zoom and swoop (perhaps for a perspective on terrain) or to rotate your view. The following diagram shows the controls and explains their functions.

|  |  |
| --- | --- |
| Using the Navigation Controls | 1. Click the north-up button to reset the view so that north is at the top of the screen. Click and drag the ring to rotate your view. 2. Use the Look joystick to look around from a single vantage point, as if you were turning your head. Click an arrow to look in that direction or continue to press down on the mouse button to change your view. After clicking an arrow, move the mouse around on the joystick to change the direction of motion. 3. Use the Move joystick to move your position from one place to another. Click an arrow to look in that direction or continue to press down on the mouse button to change your view. After clicking an arrow, move the mouse around on the joystick to change the direction of motion. 4. Use the zoom slider to zoom in or out (+ to zoom in, - to zoom out) or click the icons at the end of the slider. As you move closer to the ground, Google Earth swoops (tilts) to change your viewing angle to be parallel to the Earth's surface. You can turn off this automatic tilt (Tools > Options > Navigation > Navigation controls; Mac: Google Earth > Preferences > Navigation > Navigation controls).   You can also use the keyboard to control navigation. See [3D Viewer Navigation](http://earth.google.com/userguide/v4/ug_keyboard.html#3dviewer) in Keyboard Controls for more information. |

**Tilting and Viewing Hilly Terrain**

[Learn how to tilt using your mouse](http://earth.google.com/userguide/v4/#mouse_tilt).

When you first start Google Earth, the default view of the earth is a "top-down" view, which is straight down.

* **Tilt the terrain from 0 - 90 degrees** - You can use the mouse to tilt the view in order to see a different perspective of the area you're exploring. You can tilt to a maximum of 90 degrees, which provides a view of the object as well as the horizon, in some cases.
* **Turn on terrain** - Using the tilt feature is particularly interesting when you are looking at a part of the earth where the terrain is hilly. Be sure to check *Terrain* in the Layers panel.
* **Rotate the view for a new perspective** - Once you have tilted the view so that you are looking at a particular object, such as a hill, you can also rotate around that object. When you do this, the object remains in the center of the view, but you look at it from different perspectives (i.e., north, south, east, west) as you rotate around it.
* **Use the middle mouse button (if available) for seamless movement** - If your mouse has a middle button or a depressible scroll wheel, you can depress the button to both tilt and rotate the view. Movements up or down tilt the view, and movements left or right rotate the view. See [Using a Mouse](http://earth.google.com/userguide/v4/#mouse) for more information.

The following figures show a comparison view of Mount Shasta in California with and without tilt enabled:

|  |  |  |
| --- | --- | --- |
| Top down view Top down view | spacer | Tilted view Tilted view |

You can adjust the appearance of the terrain if you would like the elevation to appear more pronounced. To do this, click *Tools* > *Options* > *3D View* from the *Tools* menu (for the Mac, choose *Google Earth* > *Preferences* > *3D View*) and change the *Elevation Exaggeration* figure. You can set it to any value from 1 to 3, including decimal points. A common setting is 1.5, which achieves an obvious yet natural elevation appearance. See [Viewing Preferences](http://earth.google.com/userguide/v4/ug_3dviewer.html#viewprefs) for more information.

**Resetting the Default View**

After tilting and rotating the 3D view in Google Earth, you can always quickly reset to the default north-up and top-down view. To do this:

* Click the North-up button North-up buttonto reset the view so that north is at the top of the viewer.
* Click in the 3D viewer and type r on the keyboard to reset the view.

To quickly return to a known, familiar spot if you get lost, click on the *Starting location* placemark in the *My Places* folder. This returns you to the center of your country (or a country that speaks your language). You can also edit the location for the *Starting location* placemark if you want to. See [Editing Places and Folders](http://earth.google.com/userguide/v4/ug_editing.html) for more information.

Consider also using the [Overview Map Window](http://earth.google.com/userguide/v4/ug_3dviewer.html#overviewwindow) as a way to provide an additional perspective on your location, especially when you are zoomed in to unfamiliar places.

**Setting the Start Location**

You can set the starting (default) location that appears each time you launch Google Earth. To do this, navigate to the appropriate location and perspective and click *View* > *Make this my start location*.

**Application Level Control**

The following keystrokes control the Google Earth application:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| spacer | **Command** | **Windows/Linux Keystroke(s)** | **Mac Keystroke(s)** | **Result** |
|  | File Menu | Alt + F | (none) | Opens the *File* menu. You can use the down and up arrows to select items once the menu is open. |
|  | Edit Menu | Alt + E | (none) | Opens the *Edit* menu. You can use the down and up arrows to select items once the menu is open. |
|  | View Menu | Alt + V | (none) | Opens the *View* menu. You can use the down and up arrows to select items once the menu is open. |
|  | Add Menu | Alt + A | (none) | Opens the *Add* menu. Use the down and up arrows to select items once this menu is open. |
|  | Tool Menu | Alt + T | (none) | Opens the *Tool* menu. Use the down and up arrows to select items once this menu is open. |
|  | Help Menu | Alt + H | (none) | Opens the *Help* menu. You can use the down and up arrows to select items once the menu is open. |
|  | Open File | Ctrl + O | Command/Open Apple Key+ O | Produces the file open dialog box, allowing you to open all supported Google Earth file types. |
|  | Save Image | Ctrl + Alt + S | Command/Open Apple Key+ Option + S | Saves the current view as an image to your computer. |
|  | View in Google Maps | Ctrl + Alt + M | Command/Open Apple Key+ Option + M | Displays the current view in Google Maps. |
|  | Print | Ctrl + P | Command/Open Apple Key+ P | Produces the print dialog box, allowing you to print the current view, placemark, folder contents or search results. |
|  | Email View | Ctrl + Alt + E | Command/Open Apple Key+ Option + E | E-mails the current view either as a placemark or image file. |
|  | Copy | Ctrl + C | Command/Open Apple Key+ C | Copies the current selection in the *Places* listing. |
|  | Cut | Ctrl + X | Command/Open Apple Key+ X | Cuts a placemark or other item from the listing in the *Places* panel. Cuts an icon from the 3D viewer. Both icon or listing item must first be selected. You can use this feature to organize your places data. |
|  | Paste | Ctrl + V | Command/Open Apple Key+ V | Pastes a placemark or other item into the selected folder in the *Places* panel. You can use this feature to organize your places data. |
|  | Find | Ctrl + F | Command/Open Apple Key+ F | Opens a Find field in the Places panel. Use this to find places that exist in the Places panel. Note that this is different than search for places on the earth. |
|  | Delete | Del | Delete | Deletes an item selected in the *Places* panel. |
|  | Rename | Ctrl + Alt + R | Command/Open Apple Key+ Option + R | Enters edit mode for a selected item in the *Places* panel, so you can change the name without bringing up the *Edit Placemark* dialog box. |
|  | Zoom to selected placemark/item | Enter | Enter | Zooms into a selected folder, placemark, or other item in the *Places* panel. |
|  | Full screen mode | F11 | (not supported) | Toggles between full screen and window view for the Google Earth application. |
|  | Show/Hide sidebar | Ctrl + Alt + B | Command/Open Apple Key+ Option + B | Displays or closes sidebar |
|  | Lat/Lon grid | Ctrl + L | Command/Open Apple Key+ L | Produces a latitude and longitude grid over the surface of the earth in the 3D viewer. |
|  | Play Tour | Ctrl + Alt + P | Command/Open Apple Key+ Option + P | Plays the tour mode for all selected items in the *Places* panel. |
|  | New placemark | Ctrl + Shift + P | Command/Open Apple Key+ Shift + P | Adds a new placemark to the current view. |
|  | New folder | Ctrl + Shift + N | Command/Open Apple Key+ Shift + N | Produces the New Folder dialog box. |
|  | New image overlay | Ctrl + Shift + O | Command/Open Apple Key+ Shift + O | Produces the New Image Overlay dialog box. |
|  | New model | Ctrl + Shift + M | Command/Open Apple Key+ Shift + M | Produces the New Model dialog box |
|  | New path | Ctrl + Shift + T | Command/Open Apple Key+ Shift + T | Produces the New Path dialog box. |
|  | New polygon | Ctrl + Shift + G | Command/Open Apple Key+ Shift + G | Produces the New Polygon dialog box. |
|  | Change navigation mode to Trackball | Ctrl + T | Command/Open Apple Key+ T | Switches navigation in the 3D viewer to Trackball mode. This can also be done by selecting the *Trackball* option from *Tools* > *Options* > *Navigation* (*Google Earth* > *Preferences* > *Navigation* on the Mac). |

**3D Viewer Navigation**

The following keystrokes control navigation in the 3D viewer:

The focus must be in the 3D viewer in order for these controls to take effect. Simply click anywhere in the 3D viewer to change focus.

|  |  |  |  |
| --- | --- | --- | --- |
| **Command** | **Windows/Linux Keystroke(s)** | **Mac Keystroke(s)** | **Result** |
| Move left | Left arrow | Left arrow | Moves the viewer in the direction of the arrow. |
| Move right | Right arrow | Right arrow | Moves the viewer in the direction of the arrow. |
| Move up | Up arrow | Up arrow | Moves the viewer in the direction of the arrow. |
| Move down | Down arrow | Down arrow | Moves the viewer in the direction of the arrow. |
| Rotate clockwise | Shift + left arrow | Shift + left arrow | Rotates the view clockwise. The earth spins counter-clockwise. |
| Rotate counter-clockwise | Shift + right arrow | Shift + right arrow | Rotates the view counter-clockwise. |
| Show/hide Overview window | Ctrl + M | Command/Open Apple Key+ M | Displays or closes overview window. |
| Tilt up | Shift + left mouse button + drag down, Shift + down arrow | Shift + down arrow | Tilts the viewer toward "horizon" view. |
| Tilt down | Shift + left mouse button + drag up, Shift + up arrow | Shift + up arrow | Tilts the viewer toward "top-down" view. |
| Look | Ctrl + left mouse button + drag | Command/Open Apple Key+ mouse button + drag | Perspective points in another direction, as if you are turning your head up, down, left or right. |
| Zoom in | Scroll wheel, + key, PgUp key | Scroll wheel, + key | Zooms the viewer in. *Tip*: to use the *Page Up* key, make sure *Num Lock* on your keyboard is off. |
| Zoom out | Scroll wheel, - key (both keyboard and numpad), PgDn key | Scroll wheel, - key (both keyboard and numpad) | Zooms the viewer out. *Tip*: to use the *Page Down* key, make sure *Num Lock* on your keyboard is off. |
| Zoom + automatic tilt | Right mouse button + drag up or down | Ctrl + click + drag up or down | Zooms the viewer in and automatically tilts your view as you approach ground level. |
| Stop current motion | Spacebar | Spacebar | When the viewer is in motion, stops movement |
| Reset view to "north - up" | n | n | Rotates view so that view is *n*orth-up. |
| Reset tilt to "top-down" view | u | u | Resets angle to view scene in "top-down" or "*u*p" mode. |
| Reset tilt and compass view to default | r | r | *R*esets angle to view "top-down" and rotates to "north-up" view. Use this feature to orient the earth in the center of the viewer. |

Use the ALT key in combination with most of these keystrokes to move more slowly in the indicated direction.

**Tour Mode Controls**

When using touring mode with Google Earth, you can use the following keystrokes to control touring behavior.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| spacer | **Command** | **Windows/Linux Keystroke(s)** | **Mac Keystroke(s)** | **Result** |
|  | Start, Play, Pause | Ctrl + Alt + P | Command/Open Apple Key+ Option + P | Plays the tour or restarts tour after pausing. The 3D viewer must be in focus in order for this key to work. (Click in the 3D viewer to set focus if you are unsure.) |

**Side Panel Controls**

When the window focus is on either the *Places* panel or the *Layers* panel, use the following keystrokes to control behavior.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| spacer | **Command** | **Windows/Linux Keystroke(s)** | **Mac Keystroke(s)** | **Result** |
|  | Select | Spacebar | Spacebar | Toggles the check mark of the highlighted item on or off, showing or hiding display of the item in the 3D viewer. |
|  | Next | Down arrow | Down arrow | Selects the next item in the list (either folder or placemark). |
|  | Previous | Up arrow | Up arrow | Selects the previous item in the list (either folder or placemark). |
|  | Open Folder | Right arrow | Right arrow | If the item selected is a folder, opens the folder to display contents. |
|  | Close Folder | Left arrow | Left arrow | If the item selected is a folder, closes it to hide contents from the list view. |
|  | Delete | Delete Key | Delete Key | Works only for items in *Places* panel. Deletes item after confirmation dialog box is accepted. |
|  | Change overlay opacity | Scroll wheel | Scroll wheel | After you click the slider, this changes the transparency for an overlay selected in the *Places* panel when the mouse pointer is positioned on the overlay opacity slider. Scroll DOWN to make the overlay image more opaque, scroll UP to make the overlay more transparent. |

**Displaying the Sun New!**

You can display the sun and sunlight across the landscape, To do this:

1. Click *View* > *Sun* or the Sun button Sun button icon. Google Earth displays the current level of daylight at the location you are viewing. Note that the [time slider](http://earth.google.com/userguide/v4/ug_gps.html#timeline) appears.
2. To change the time of day, drag the time slider right or left. Depending on your location and time of year, you can view the sunrise or sunset while looking east or west.
3. To display an animation of sunlight across the landscape, click the [time slider play button](http://earth.google.com/userguide/v4/ug_gps.html#timeline).
4. To hide the sun, click *View* > *Sun* or the Sun button Sun button icon.

This feature produces dramatic effects when you are viewing hilly or mountainous terrain.

**About Imagery Dates**

Google Earth displays the approximate date of displayed imagery in the status bar at the bottom in the 3D viewer. As you mouse over a location, this information depicts the date of the imagery. Note that this date is *only approximate*.

Google color balls

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**Experimentation**

**­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­**

Google touring at <http://googletouring.com>

Google Earth Blog Basics at <http://www.gearthblog.com/basics.html>

Google Earth 101 at <http://www.gisuser.com/index2.php?option=content&do_pdf=1&id=12420>

Google Lit Trips at <http://www.googlelittrips.com>

**Lesson Plan sites**

[Google Earth Lessons](http://gelessons.com) at <http://gelessons.com/lessons/>

EMints National Center at <http://www.emints.org/ethemes/resources/S00001672.shtml>

Juicy Geography at <http://juicygeography.co.uk/googleearth.htm>

Google Earth for Educators at <http://www.google.com/educators/p_earth.html>

**Cunningham and Landers Workshop Information**

<http://kcworkshops.wikispaces.com>